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The Covenant

A Pointy Hat Warlock Lich

"There is no form of lichdom as easily attained as the one by signing the dotted line at the end of a Warlock pact. A potential Warlock can find the right patron and, in exchange for their mortal soul, they'll be granted the only form of lichdom that can be gained through pact magic. No need for extended rituals or centuries of research, no corpse-like appearance and slowly decomposing flesh; only a mark of this first pact somewhere on their skin, signifying their status as that patron's faithful servant. Once a mortal and a powerful being have decided on the terms of the pact, the mortal is not mortal anymore. They become both a Warlock and a lich: a Covenant.

But ease and convenience has a price, and sometimes that price is much steeper than it is worth. No Warlock is more of a servant to their patron than a Covenant, for their continued existence depends on their obedience. The immortality of a Covenant, like anything given to a warlock, is conditional. The remaining lifespan of the Covenant is not extended in the slightest: once it runs its course, the Covenant dies like any mortal. What has been given to the Covenant is the opportunity to extend that lifespan indefinitely… provided they serve their patron right.

A Covenant's immortality is contingent on how many other mortals they convince to sign pacts with their patron. If the Covenant wants to continue existing forever, they must convince as many as possible to enter into contracts with their patron. Once they do, the mortal's remaining lifespan at the moment of the signing is added to the lifespan of the Covenant, and an additional mark appears on their body to signify this new contract. The more deals the Covenant brings to fruition for their patron, the more the lich's lifespan grows. Just as a Covenant can rise higher and faster than any other lich, a Covenant who is not careful can be brought to their knees just as quickly.

The Covenant's soul jars are nothing other than the physical medium upon which the contracts they facilitate are written. They guard them zealously, knowing just how important each of these soul jars are—not just as phylacteries, but as the only thing that allows the Covenant to continue enjoying their extended lifespan. If any of these is destroyed, not only does the Covenant lose a phylactery, they lose the lifespan associated with that specific pact.

And it is so that the Covenant finds themselves embodying the unearthly charisma the Warlock is known for, forever chasing, tricking, and swindling the next mortal to add additional years to their lifespan like a parasite. The Covenant is at once impossibly powerful and weaker than any other lich. In lichdom, they find unbreakable chains. They sell their soul to become a Covenant; if they don't want to cease to exist forever, the Covenant must be a servant to their patron for the rest of their days. And now that they are a lich, this threatens to be many, many days."

COVENANT

Medium Undead (Warlock), Any Alignment

AC 18
HP 300 (40d8 + 120)
Speed 30 ft.

Initiative +9 (19)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 12	+1	+1	**DEX** 17	+3	+3	**CON** 17	+3	+3
INT 18	+4	+4	**WIS** 16	+3	+9	**CHA** 20	+5	+11

Skills Arcana +10, Deception +11, Persuasion +17
Resistances Cold, Necrotic
Immunities Poison, Radiant; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Gear Arcane Focus
Senses Truesight 120 ft.; passive Perception 13
Languages All
Challenge 20 (XP 25,000; PB +6)

Traits

Legendary Resistance (4/Day). If the Covenant fails a saving throw, it can choose to succeed instead.

Covenant Resurrection. If destroyed, the Covenant reforms in 1d4 days if any creature it has made a pact with is still alive and their contract untouched, reviving with all its Hit Points. The new body appears in an unoccupied space beside its oldest contract.

Pact Mage. At the beginning of each of its turns, the Covenant chooses one of the following pacts.

- *Pact of the Blade*: The Covenant gains the use of its *Hexblade* action.
- *Pact of the Chain*: The Covenant summons a creature that has made a pact with it. The summoned creature appears in an unoccupied space within 30 feet of the Covenant and takes its action immediately after the Covenant's turn. The creature adds the Covenant's Charisma modifier (+5) to all of its weapon and spell attacks and damage rolls.
- *Pact of the Tome*: The Covenant regains one expended use of its Spellcasting ability. Alternatively, it may use its action to cast two spells rather than one.

Actions

Multiattack. The Covenant makes three Eldritch Blast attacks. If its Pact of the Blade is active, it can replace any of these attacks with a Hexblade attack.

Eldritch Blast. *Ranged Attack Roll:* +11, range 120 ft. *Hit:* 31 (4d12+5) Force damage, and the Covenant chooses one of the following effects: push the target 10 feet away from itself; pull the target 10 feet towards itself; double its Charisma modifier for the damage dealt.

Hexblade (Pact of the Blade Only). *Melee Attack Roll:* +11, reach 5 ft. *Hit:* 10 (1d10+5) Slashing damage + 31 (4d12+5) Force damage.

Spellcasting. The Apotheosis casts one of the following spells, using Charisma as its spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At Will: *Mage Hand, True Strike*
2/Day Each: *Blight* (level 5 version), *Fly* (level 5 version), *Hallucinatory Terrain, Hold Person* (level 5 version)
1/Day Each: *Circle of Death, Mass Suggestion, Power Word Kill*

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the Covenant can expend a use to take one of the following actions. The Covenant regains all expended uses at the start of each of its turns.

Change Pact. The Covenant chooses one of the options from its *Pact Mage* trait. It gains the benefits of the chosen option until the start of its next turn. The Covenant can't take this action again until the start of its next turn.

Compelled Covenant. The Covenant casts *Dominate Person*, using the same spellcasting ability as Spellcasting. This ability bypasses Immunity to the Charmed condition.

Misty Step. The Covenant teleports up to 30 feet to an unoccupied space it can see.

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